



DETAILED DESCRIPTION OF THE PREFERED EMBODIMENT

A game for at least two players, which represent the opposing sides, in accordance with the present invention, is conducted on a smooth floor, part of which is designated as a battlefield (Fig. 36a), and is indicated with, for example, chalk lines (Fig. 36b). Said

5 game contains a set of flat game pieces made of paper which represent figures of warriors 2- 2 ½ inches long (Figs. 1 – 4), war animals (Figs. 5 – 7), and also figures depicting standards (Figs. 27 – 29), military equipment and armaments (Figs. 8 – 26), fortifications (Fig. 30), corresponding to the second half of the 14th century – first quarter of 15th century and proportionally equivalent to the size of figures of warriors. Shooting is
10 conducted with models of projectiles – bow/crossbow arrows (Figs. 21 – 22) and stone or flaming catapult projectiles (Fig. 23) with a help of the device for imitation of shooting (Fig. 31). The intervals of movement of different types of units are measured with a help of the device for measurement of displacement of units (Fig. 32), and a damage zone is measured with a help of the device for measurement of damage area delivered by
15 projectiles (Fig. 33). The area where the war takes place is shown on a topographical map (Fig. 35). Hand-to-hand combat is conducted using a number of standard six-sided dice (Fig. 34).



BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a cavalry or infantry knight.

Fig. 2 is a light-armored cavalryman or infantryman

Fig. 3 is a heavy-armored infantryman.

5 Fig. 4 is a squire.

Fig. 5 is a heavy-armored horse.

Fig. 6 is a medium-armored horse.

Fig. 7 is a light-armored horse.

Fig. 8 is a two-handed sword.

10 Fig. 9 is a sword for a heavy-armored infantry/cavalry-man.

Fig. 10 is a sword for a light-armored infantryman.

Fig. 11 is a squire's lance.

Fig. 12 is a short spear for a light-armored infantry/cavalry-man.

Fig. 13 is a long spear for a heavy-armored infantryman.

15 Fig. 14 is a knight's lance.

Fig. 15 is a battle-ax.

Fig. 16 is a mace.

Fig. 17 is a crossbow.

Fig. 18 is a bow.

20 Fig. 19 is a halberd.

Fig. 20 is a shield.

Fig. 21 is a bow arrow.

Fig. 22 is a crossbow arrow.

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Fig. 23 is a catapult projectile.

Fig. 24 is a catapult.

Fig. 25 is a battering ram.

Fig. 26 is a siege ladder.

5 **Fig. 27** is a standard for a large detachment.

Fig. 28 is a standard for a medium detachment.

Fig. 29 is a standard for a small detachment.

Fig. 30 is a castle wall.

Fig. 31 is a device for imitation of shooting.

10 **Fig. 32** is a device for measurement of displacement of units.

Fig. 33 is a device for measurement of damage delivered by projectiles.

Fig. 34 is a standard six-sided die.

Fig. 35 is a random topographical map.

Fig. 36 is a battlefield.

15 **Fig. 37** is a cannon.

Fig. 38 is a howitzer.

Fig. 39 is a tank.

Fig. 40 is an airplane.

Fig. 41 is a gun projectile.

20 **Fig. 42** is a light-armored vehicle.

Fig. 43 is a rifle.

Fig. 44 is a machine-gun.

Fig. 45 is a pistol.

B₁
Unit